



CITY OF HUNTINGTON BEACH

2000 MAIN STREET

CALIFORNIA 92648

COMMUNITY SERVICES DEPARTMENT

(714) 536-5486

SPECIAL MEETING AGENDA

HUNTINGTON BEACH ALLIED ARTS BOARD CITY OF HUNTINGTON BEACH

**Wednesday, November 2, 2016
6:00 PM
Huntington Beach Art Center
538 Main Street
Huntington Beach, CA 92648**

MEETING ASSISTANCE NOTICE – AMERICANS WITH DISABILITIES ACT

In accordance with the Americans with Disabilities Act the following services are available to members of our community who require special assistance to participate in Allied Arts Board meetings. If you require special assistance, 48-hour prior notification will enable the city to make reasonable arrangements. To make arrangements for an assisted listening device (ALD) for the hearing impaired, American Sign Language interpreters, a reader during the meeting and/or large print agendas, please contact the City Clerk's Office at (714) 536-5227.

A. CALL TO ORDER:

ROLL CALL: Adams, Baker, Eng, Hamil, McCullough, K. Rudin, M. Rudin, Skerik, Stip

LIAISONS:

CITY STAFF:

ABSENT:

B. PRESENTATIONS/INTRODUCTIONS/COMMENTS

C. MINUTES

1. Approval of meeting minutes from the regular business meeting of August 17, 2016, and the special meeting on September 28, 2016.

D. ORAL COMMUNICATIONS

NOTICE TO THE PUBLIC

The Allied Arts Board welcomes public comments on all items on this agenda or of community interest. We respectfully request that this public forum be utilized in a positive and/or constructive manner. Please focus your comments on the issue or problem that you would like to bring to the attention of the Allied Arts Board. Negative comments directed at individuals are not acceptable.

E. CURRENT ITEMS

1. Allied Arts Awards – Hamil
 - a. Event Debrief
2. Holiday Luau Celebration
 - a. Plan the holiday event scheduled for December 7, which has a luau theme.

F. ITEMS TO BE AGENDIZE

G. NEXT MEETING DATE

H. ADJOURNMENT

**IF YOU ARE UNABLE TO ATTEND THE BOARD MEETING THIS MONTH, PLEASE
CONTACT THE RECORDING SECRETARY AT 536-5434. THANK YOU!**